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COLOUR

CAMERA SCRIPT
02340/7070

"DOCTOR WHO"

222
(REVIS)

'THE CURSE OF PELADON'

Tx72

EPISODE TWO

by

BRIAN HAYLES

Director	LENNIE MAYNE
Producer	BARRY LETTS
Script Editor	TERRANCE DICKS
P.A.	CHRIS D'OYLY-JOHN
A.F.M.	ROS ANDERSON
Assistant	SUE STAPELY
Designer	GLORIA CLAYTON
Visual Effects Designer	IAN SCOONES
Costume Designer	BARBARA LANE
Make Up Supervisor	SYLVIA JAMES
T.M.1	HOWARD KING
T.M.2	FRED WRIGHT
Sound Supervisor	TONY MILLIER
Grams/Tape Operator	GERRY BORROWS
Vision Mixer	MICHAEL TURNER
Floor Assistant	MICHAEL THRONE
Camera Crew	EIGHT (RON PEVERAL ETC.)
Film Editor	MICHAEL SHA-DYAN

RECORDING: T.C.4 Tuesday 18th January 1972

10.30 - 1.00	Camera rehearsal + TK
1.00 - 2.00	LUNCH
2.00 - 6.00	Camera rehearsal + TK
6.00 - 7.00	SUPPER
7.00 - 7.30	Line Up
7.30 -10.30	RECORD: VTC/6HT/76521

EDITING: T.C. Wednesday 19th January 1.30 - 5.30 p.m.
Thursday 20th January 11.00 a.n. - 9.30 p.m.

TRANSMISSION: Saturday 5th February 1972

~~21 JAN 1972~~

CAST LIST

Doctor Who	JON PERTWEE
Jo Grant	KATY MANNING
Peladon	DAVID TROUGHTON
Hepesh	GEOFFREY TOONE
Alpha Centauri	STUART FELL
Voice of Alpha Centauri	YSANNE CHURCHMAN
Izlyr	ALAN BENNION
Ssorg.....	SONNY CALDINEZ
Arcturus	MURPHY GRUMBAR
Voice of Arcturus	TERRY BALE
Grun	GORDON ST CLAIR
Aggedor	NICK HOBBS
Guards	CHRIS WEBB
	ROYSTON FARRELL
	BILLY DEAN
	DEREK CHAFER
	MIKE STEVENS
	STEWART BARRY

TECHNICAL REQUIREMENTS

5 Pedastal cameras
4 books
fishing rods, etc.
4 stand monitors
4 slung monitors
1 caption scanner
1 16mm colour TK channel
other usual bits and pieces

PAGE	SHOTS	SCENE	LIGHT	CHARACTERS	CAMS/BOOMS
1		TK 1 (35") Opening titles			
1	EP 1	<u>1. THRONE ROOM</u>	NIGHT	HEPESH, DOCTOR JO, IZLYR, SSORG, ALPHA, ARCTURUS	
1	1-3	<u>2. CORRIDOR</u>	NIGHT	GRUN, DOCTOR, JO, ALPHA,, ARCTURUS, SSORG, IZLYR	2A C1 3A
3	4-5	<u>3. THRONE ROOM</u> <u>3A. BALCONY</u> RECORDING BREAK	NIGHT	PELADON, HEPESH	1A 5B B1
3	6-10	<u>4. CORRIDOR</u>	NIGHT	GUARDS, JO, IZLYR, DOCTOR, ALPHA, ARCTURUS HEPESH	2A C1 3A
5	11	<u>5. THRONE ROOM</u>	NIGHT	PELADON, GRUN	1A B1
5	12-18	<u>6. CORRIDOR</u>	NIGHT	HEPESH, DOCTOR JO, ALPHA, GUARDS IZLYR, SSORG ARCTURUS, PELADON(VO)	B1 2A C1 3A
8	19-27	<u>7. THRONE ROOM</u>	NIGHT	PELADON, JO, DOCTOR, IZLYR, ARCTURUS, SSORG ALPHA, GUARDS	4A 1B A1 2B B1 3B 5B
		RECORDING BREAK			
9	28-29	<u>8. BALCONY DOORWAY</u>	NIGHT	JO	5B C1 3A
		RECORDING BREAK			
11	30-57	<u>11. THRONE ROOM</u>	NIGHT	HEPESH, DOCTOR ARCTURUS, PELADON IZLYR, SSORG, ALPHA JO	4A 1B A1 2C B1 3B
		RECORDING BREAK			
15	58-62	<u>12. INNER SANCTUM</u>	NIGHT	HEPESH, GRUN	3C D1 4B
		RECORDING BREAK			

PAGE	SHOTS	SCENE	LIGHT	CHARACTERS	CAMS/BOOMS
16	63-81	<u>13. DR WHO'S ROOM</u>	NIGHT	DR, JO	3D D2 2D
RECORDING BREAK					
20	82	<u>13A. DELEGATES ROOM</u>	NIGHT	ARCTURUS	D3 2E
20	83	<u>13B. CORRIDOR</u>	NIGHT	JO, DR	4D f/r
20	84-95	<u>14. DELEGATES ROOM</u>	NIGHT	ARCTURUS, JO, DR IZLYR, CENTAURI, HEPESH	1C D3 2E 3E
RECORDING BREAK					
27	96-101	<u>16. DELEGATES ROOM</u>	NIGHT	ARCTURUS, DR, JO CENTAURI, IZLYR HEPESH	1C D3 2E 3E
RECORDING BREAK					
29A	102-108	<u>18. DELEGATES ROOM</u>	NIGHT	CENTAURI, IZLYR ARCTURUS, SSORG	1C D3 2E 3E
RECORDING BREAK					
24	109-119	<u>15. IZLYR'S ROOM</u>	NIGHT	JO, SSORG	3D D2 2D
RECORDING BREAK					
31A	120-122	<u>19. IZLYR'S ROOM</u>	NIGHT	JO	3D D2 2D
31A		TK 2 (1'02") JO on ledge			
RECORDING BREAK					
36	123-136	<u>27. IZLYR'S ROOM</u>	NIGHT	IZLYR, JO SSORG	3D D2 1D 2D
RECORDING BREAK					

PAGE	SHOTS	SCENE	LIGHT	CHARACTERS	CAMS/DOOMS
28	137-139	<u>17. CORRIDOR</u>	NIGHT	DR, GRUN HEPESH	5A C2 2F D4 4D
RECORDING BREAK					
32	140	<u>21. CORRIDOR</u>	NIGHT	JO	1E D4
32	141	<u>22. CORRIDOR</u>	NIGHT	GRUN, DR	2G C3
33	142-144	<u>23. CORRIDOR</u>	NIGHT	JO, AGGEDOR	1E 4D D4
34	145	<u>24. TUNNEL</u>	NIGHT	DR, GRUN	C3 3C
RECORDING BREAK					
34	146-147	<u>25. CORRIDOR</u>	NIGHT	JO, SSORG, IZLYR	3F D4 4D 1E
35	148-149	<u>25A. CORRIDOR</u>	NIGHT	GRUN, SSORG	1 4
35	150-154	<u>25B. CORRIDOR</u>	NIGHT	SSORG, IZLYR, JO	3 4
RECORDING BREAK					
38/9	155	<u>28. TUNNEL</u>	NIGHT	DR	3C D1
RECORDING PAUSE					
38/9	156-159	<u>28A. TUNNEL NR SANCT.</u>	NIGHT	DR	4B f/r 2H
38/9	158-159	<u>29. INNER SANCTUM</u>	NIGHT	DR, GRUN HEPESH	3C D1
RECORDING BREAK					
40	160-164	<u>30. THRONE ROOM</u>	NIGHT	DR, JO, HEPESH GRUN, PELADON, ARCTURUS, CENT. GUARDS	4A B1 2B 5B
TK 3 Closing titles + slides					

- NEW 1/2 -

"DOCTOR WHO"

MMM

'THE CURSE OF PELADON'

by

Brian Hayles

EPISODE TWO

TELECINE 1 (35")

Standard opening titles

s.o.f.

SUPER 3 T/J SLIDES:

1. THE CURSE OF PELADON
2. BY BRIAN HAYLES
3. EPISODE TWO

Citadel Model Shot

END TK 1

(LIFT SC. 1 THRONE ROOM FROM EP. 1 TAPE)

/2A C1 3A/ (Fred Pos. 1)

- | | | | |
|--------------|---|--------------------------|--|
| 1. | 3 | A | <u>2. CITADEL CORRIDOR. NIGHT</u> |
| | | LOOSE 2-S JO/DR | DOCTOR: Look out! / |
| 2. | 2 | A | (DR WHO GRABS JO AND THROWS HIMSELF AT GROUP.) |
| | | WS GROUP | |
| | | as DR pushes them | AGGEDOR STATUE FALLS AT |
| | | to b/g statue falls | THEIR FEET.) |
| | | through frame | |
| <u>SUPER</u> | | | |
| 3. | 4 | A | (DUST RISES AS STATUE CRASHES) |
| | | Dust tank | |
| 4. | 1 | A | |
| | | LOOSE 2-S PELADON/HEPESH | |
| | | HOLD ACTION | |

(5 next)

- NEW 1/2 -

(4 on 1)

3. INT. CITADEL THRONE ROOM. NIGHT.

(PELADON REACTS
TO THE CRASH,
AND MOVES FORWARD
IN APPREHENSION)

PELADON: What has happened?

(HEFESH CHECKS HIM
WITH A GESTURE,
FROM THE DOORWAY)

HEFESH: There may be danger - wait!

PELADON: (URGENTLY) But the delegates
may be harmed!

HEFESH: Your Majesty's safety is
all that matters .../

5. 5 B
MCU GRUN
He exits

3A. EXT. BALCONY. /5B/

(GRUN ENTERS B/G)

R E C O R D I N G B R E A K 1 to B
4. INT. CITADEL CORRIDOR OUTSIDE THRONE-
ROOM. NIGHT.

6. 2 A
CU face of statue (THE DUST IS CLEARING,
PAN UP to WS GROUP AND WE SEE THE
SHATTERED STATUE,
ITS TERRIFYING FACE
UPWARDS.

THE TERRIFIED GUARDS
KNEEL, THEIR WEAPONS
BY THEIR SIDES.

(3 next)

(6 on 2)

DOCTOR: You all right, Jo?JO: I think so.IZLYR: You ... saved our lives.DOCTOR WHO: Sorry I had to be so abrupt about it -

...

CENTAURI: This is terrible - !
We could all have been killed ...
It's outrageous! /7. 3 A
MS ARCTURUS
He travels twds camARCTURUS: The gravitational forces involved were in excess of humanoid resistance. Serious tissue damage would have resulted. /8. 2 A
3-S ARCT./JO/DRHEPESH enters
to make 4-SDOCTOR WHO: I admire your objective reaction, Arcturus. You might have been killed too, you know.ARCTURUS: My sensors are not concerned with emotion - only deduction.JO: Well I feel definitely wobbly at the knees ... /9. 3 A
BCU HEPESH(HEPESH THRUSTS HIS
WAY TO DOCTOR WHO'S
SIDE, AND STARES AT
THE STATUE, ...)

(2 next)

(9 on 3)

HELESH: (BLEAKLY) Aggedor has been merciful. We must give thanks that you have been spared.

10. 2 A
2-S JO/DR

1A B1

5. INT. CITADEL THRONE ROOM. NIGHT.

11. 1 A
MCU PELADON (PELADON STANDS
See GRUN re-enter LOOKING TOWARDS
in b/g, TIGHTEN THE DOOR, HIS FACE
to CU PELADON SHOWING THE
CONFLICT BETWEEN
HIS FEARS FOR THE
DELEGATES AND HIS
ACTIONS AS KING.

PELADON:

(GRUN NODS)

First Torbis dies ... now this.
(THOUGHTFULLY) But - why didn't
Aggedor appear ...?

12. 3 A
GROUP S (GRUN SAYS NOTHING)
CENTRE on JO

B1 2A C1 3A

6. INT. CITADEL CORRIDOR. NIGHT.

(2 next)

DW

- 6 -

(12 on 3)

(HEPESH STANDS IN
A RITUAL POSE OVER
THE STATUE, SILENTLY
PRAYING.)

DOCTOR WHO MOVES
TO HIM, AS HE
FINISHES)

DOCTOR WHO: I think we ought to
investigate what caused this, Hepesh
... if only as a matter of protocol.

HEPESH: It is a sign of Aggedor's
anger! His ghost walks among us!

DOCTOR WHO: It must be a pretty
substantial ghost to shift a solid
granite statue ...

HEPESH: The spirit of Aggedor can
move mountains!

(JO IS STARING UP
AT THE BALCONY,
TRYING TO WORK
OUT HOW IT HAPPENED)

13. 2 A
MCU CENTAURI
JO: It seems more like he was
trying to remove us ...!

14. 3 A
2-S JO/DR
CENTAURI: Our mission is peaceful ...
We come to help your people. To raise
them from barbarism./

15. 2 A
2-S SSORG/IZLYR
JO: Maybe they don't want to be
raised,

(DOCTOR WHO CATCHES
JO'S GLANCE, AND
STARES AT THE LAYOUT
OF THE BALCONY.)

(3 next)

HE TURNS TO HEPESH)

- 6 -

(15 on 2)

IZLYR: Hepesh - you say this is foretold in your ancient writings. Just what form is the manifestation supposed to take?/

16. 3 A
 2-S HEPESH/JO

HEPESH: It is written His coming shall be full of terror and darkness - his cry of warning shall be heard in the night - and death shall ride in the Land of Peladon....!

As JO turns to
DR, PAN R to
2-S JO/DR

JO: But there was no cry of warning and none of us saw him.

HEPESH: To the unbeliever, all signs are as dust in the wind...

DOCTOR WHO: The point is - what does King Peladon believe?/

17. 2 A
 MCU IZLYR
 He walks fwd
 to HEPESH

IZLYR: If this man speaks for King Peladon our purpose here is wasted

18. 3 A
 2-S HEPESH/
 ARCTURUS

ARCTURUS: The conference must be cancelled.

As IZLYR Xs
frame to R
TRACK L to
find PELADON
b/g

HEPESH: I agree.

(5 next)

(18 on 3)

(ALL TURN AND REACT
TO THE SOUND OF
PELADON'S VOICE,
RINGING FROM THE
THRONEROOM BEHIND
THEM)

PELADON: (OOV) No - ! I am King ...
Not Hepesh - and not Aggedor!

(LOOKING PAST THE
GROUP WE SEE
PELADON STANDING
DOWN FROM HIS THRONE)

PELADON: We ask you to stay. Would
you re-join us? Hepesh!

(THEY ALL RE-ENTER THRONEROOM.
GUARDS CLOSE DOORS.)

4A 1B A1 2B B1 3B 5B

7. INT. CITADEL THRONEROOM. NIGHT.

19. 5 B
HA WS thronern

(FROM PELADON'S
VIEWPOINT, WE SEE
THE DELEGATES
ADVANCE THROUGH
THE HALLWAY, THEN
PAUSE, CONFRONTING
HIM.

BUT WHILE THE OTHERS
SPEAK, JO NOTICES A
NARROW DOORWAY.
WINNING UPWARDS, SHE
SIKLES TOWARDS IT,
UNNOTICED.

20. 2 B
MCU PELADON

PELADON: Negotiations must continue.

21. 1 B
2-S IZLYR/AROT.

2 to C FAST
3 to B

(2 next)

(21 on 1)

IZLYR: Negotiations are only possible in a stable situation.

22. 2 C FACTUUS: Political conflict violates Federation law. / (DR & JO EXCHANGE LOOKS)
MCU JO
23. 4 A CU DR, he nods PELADON: Centuries ago, on your own planets, war and violence flourished! /
24. 2 C MCU JO, PAN her (JO SLIPS AWAY TO B/G DOOR)
to b/g making
DEEP 2-S PELADON CENTURI: We have learned to control our past.
JO b/g

(JO SLIPS INTO THE
DARK STAIR LOCKWAY,
PAN STARTS UPWARDS,
UNNOTICED)

25. 3 B PELADON: Then teach Peladon! Without help, we will never raise ourselves from the Dark Ages! / Doctor - Do not desert us now ...
26. 2 C BCU PELADON
BCU HEPESH
(He turns to DR) (HEPESH STARES INTENTLY AT DOCTOR WHO - ON HIS WORDS CHILMAN STANDS THE END OF THE MISSION) /
27. 4 A 2-S PELADON/DR
ZOOM IN TO BCU DR
DOCTOR WHO: You're an enlightened ruler, Peladon ... but who will your people believe? The King - or Aggedor?

RECORDING BREAK
Move JO, 3 to A

- 53 CL 3A
8. INT. CITADEL BALCONY CORRIDOR. (CORNER) NIGHT.
28. 3 A WS GUARDS outside door. PAN UP to (JO COMES UPON THE balcony, see JO OPENING WITH SURPRISE.
enter

M

(28 on 3)

REALISING SHE MIGHT
BE SEEN FROM BELOW,
SHE TAKES GREAT
CARE NOT TO GO MUCH
FURTHER THAN THE
STAIR DOORWAY)

(FROM A LOW ANGLE,
LOOKING UP, WE CAN
JUST SEE JO.

THE GUARDS ARE BUSY,
STARTING TO CLEAR
AWAY THE BROKEN STATUE)

29.

5 B

HA CU key and
footprints
PAN UP with key
as JO takes it
up and HOLD her
to exit

(JO CROUCHES BY THE
BASE ON WHICH THE
STATUE ONCE STOOD. /
SHE STUDIES TWO
FOOTPRINTS IN THE
FLUST - LARGE MARKS
THAT COULD HAVE BEEN
MADE BY GRUN'S SANDALS -
ON THE FEET OF AN ICE
WARRIOR.

JO'S FACE SHOWS HER
KEEN INTEREST, AS SHE
PICKS UP A SMALL METALLIC
OBJECT.

THE GUARDS BELOW MAKE
A SOUND. QUICKLY, JO
RETREATS OUT OF SIGHT)

4A 1B A1 2C B1 3B

11. INT. CITADEL THRONEROOM. NIGHT.

30. 1 B
BCU ARCTURUS (HEFESH, IN CLOSE
SHOT, IS FURIOUS,
AS DOCTOR WHO SPEAKS)

ARCTURUS: You are our chairman Doctor -
do we go - or stay?

31. 4
3-S PELADON/DR/
IZLYR

DOCTOR WHO: I think it would be a
tragedy if the conference broke up
now.

IZLYR: If we remain, we put ourselves
at risk ...

DOCTOR WHO: But if we've come this
far - Peladon at least deserves the
chance to convince us ... surely? /

32. 2 C
MCU PELADON
See JO enter
b/g. PAN her to
3-S JO/CENT./DR

CENTAURI: But if we do decide to
leave - we are free to go?

(JO RETURNS TO HER PLACE)

PELADON: Of course.

DOCTOR WHO: You don't really think King
Peladon would keep you here by force,
do you?

CENTAURI: Such things have been known
on primitive planets. /

33. 3 B
MCU PELADON

PELADON: Why should I detain you,

34. 1 B
2-S CENT./
ARCTURUS

(34 on 1)

ARCTURUS: As pawns in some political game, perhaps.

35. 4 A CENTAURI: That has happened before .../
2-S DR/IZLYR

36. 3 B IZLYR: (COL LY) It would be most
CU PELADON
unwise.../

37. 2 C PELADON: There is no plot. I am
GROUP S
ARCTURUS f/g
being completely honest with you ...
please-stay, and help me to help my
people. /

38. 4 A OCTON WHO: (FINALLY) We will adjourn
CU DR
and consider our position. You'll
know our decision as soon as possible.

39. 5 B OCTON WHO SMILES
GROUP WS
REASSURINGLY, N.
STARTS TO LEAD THE
DELEGATION OUT. /
JO JUST CATCHES
PELADON'S EYE -
SHE TURNS TO GO AFTER
OCTON WHO BUT
CHECKS AT PELADON'S
VOICE)

40. 2 C PELADON: Your highness ... would you
4-S PELADON/
GRUN/HEPESH/JO remain? (HE TURNS TO HEPESH),
PELADON: Grun, Hepesh, you may leave
us.
HEPESH: Your majesty. (THEY LEAVE)

41. 5 B (PELADON XS TO R OF JO & TURNS)

42. 1 B MWS GROUP

43. 3 B PELADON:
2-S JO/PELADON
Do you believe me ...? /

(1 next)

JO: (SLIGHTLY FLUSTERED AT THIS DIRECT
APPROACH) I'm only an observer - its
up to the Committee to decide whether to
help you or not.

(43 on 3)

PELADON: (SMILING) I'm talking from a personal point of view. I don't often get the chance.

44. 1 B JO: Being a king is no fun....?
C 2-S fav. PEL.

PELADON: It's very lonely. You must know that.

45. 3 B PELADON: It's so hard to find someone
C 2-S fav. JO to talk to ... as a person.

46. 1 B JO: But Hepesh seems very fond of
2-S PEL. Xs you ... almost like a father.
frame to f/g

MAKE DEEP 2-S PELADON: Hepesh is like your friend
the Doctor - an old man.

47. 3 B JO: I don't think he'd care for that
CU PEL. very much.

48. 1 B PELADON: I was brought up by wise
CU JO old men, Jo. I hardly ever see
anyone young - or beautiful.

49. 3 B (JO'S REACTION)
CU PEL.

50. 2 C PELADON: My mother was an Earth woman.
CU JO's hand ...So you see -
PELADON takes it there is a bond between us.
PAN UP to 2-S

51. 3 B
BCU PELADON

(1 next)

LM

(51 on 3)

PELADON: (TAKING HER HAND) Do you believe me ...? /

52. 1 B
BCU JO

JO: Yes ... I think I do ... /

53. 2 C
C 2-S PELADON/JO

PELADON: Then speak for me, to the Commission - make them see my case! /

54. 1 B
VBCU JO

JO: (PULLING AWAY, DISAPPOINTED)
I see. It's a political ally you want - /

55. 3 B
BCU PEL.

PELADON: I want you as a friend! /

56. 1 B
VBCU JO

JO: Sorry - I'm strictly neutral.
Count me out. /

57. 3 B
C 2-S
As JO exits
TIGHTEN to
VBCU PELADON

(SHE TURNS AND LEAVES.)

PELADON WATCHES HER
GO, HIS FACE DISAPPOINTED

RECORDING BREAK
3 to C, 4 to B

(On to page 15)

3C D1 4B/

58. 4 B 12. INT. CITADEL. INNER SANCTUM. NIGHT.

CU altar, smoke
TRACK BACK to (SHOT OF HEPESH,
WS Sanctum, altar LOOKING UPWARDS, HANDS
f/g, SEE HEPESH RAISED IN A RITUAL
and statue b/g GESTURE.
HEPESH walks to f/g

FROM HIS VIEWPOINT, WE
SEE HE IS STANDING
BEFORE A HUGE STATUE
OF AGGEDOR (C.S.O.)
THE CHAMBER IS AWESOME
IN ITS SIMPLE MAJESTY,
AND SOMEWHERE, A LOW
TONED GONG VIBRATES.

HEPESH TURNS, AS GRUN
PROSTRATES
HIMSELF BEFORE THE HIGH
PRIEST, OBVIOUSLY
PENITENT)

59. 3 C

HA 2-S HEPESH/GRUN

HEPESH: The failure was not yours,
Grun. You acted well. Aggedor was
merciful to his enemies.

ZOOM INTO BCU
GRUN

(HE RAISES GRUN'S AWED
FACED, AND GAZES
STEADILY INTO HIS
EYES)

60. 4 B (TRACKED L) But the hour of mercy has passed!/
LA MCU HEPESH

through smoke
ZOOM INTO BCU

(GRUN LOOKS AT HEPESH,
PUZZLED.

HEPESH LOOKS STERN)

Now, an evil influence comes between
our King and his true destiny. It
must be destroyed. Aggedor will give
his blessing. (cont ...)

61. 3 C

HA MWS

See altar
HEPESH/hands
GRUN b/g

- 15 -

(4 next)

(GRUN DROPS HIS HEAD
FOR THE DEDICATION
CEREMONY)

(61 on 3)

HEPESH: (cont) You are the King's
champion, Grun. I dedicate you to the
destruction of the King's enemy ... to
purify the soul of Peladon by this act
... and give the ghost of Aggedor,
release ... /

62. 4 B

WS through cutout
f/g AGGEDOR

(HE MAKES A SIGN OVER
GRUN'S BOWED HEAD)

It is done.

(HEPESH XS TO ALTAR)

At end of speech.
FAST ZOOM IN to
BCU HEPESH

HEPESH: The foremost of the King's
enemies is the Chairman Delegate from
Earth. The one they call The Doctor.
(HE POINTS) Destroy him.

R E C O R D I N G B R E A K
2 to D, 3 to D, D to 2, 4 to C

/3D D2 2D/

13. INT. CITADEL. DOCTOR WHO'S ROOM. NIGHT.

63. 3 D

VBCU key on table
TRACK BACK as DR (A STONE ROOM MADE ELEGANT
empties pocket WITH RICH FURNITURE AND
on table, PAN UP HANGINGS, BUT PRIMITIVE
with him as he lifts ALL THAT.
eye glass, FIND
HA 2-S DR/JO CLOSE SHOT OF DOCTOR
WHO'S HAND, IN WHICH
HE HOLDS THE METALLIC
HOLD 2-S with OBJECT THAT JO FOUND
action as DR Xs ON THE BALCONY.
to b/g, followed
by JO PULL BACK TO SHOW BOTH
OF THEM STUDYING IT)

JO: Well, what is it?

(63 on 3)

- NEW 17 -

DOCTOR: It's an electronic key, Jo; opens doors by identifying the bearer, electronically. Probably used for their spaceship....

JO: Whose spaceship?

DOCTOR: The Ice Warriors. It's made from trisilicate, found only on Mars.

(HE GIVES HER THE KEY AND XS TO B/G.)

JO: So you think those footmarks on the balcony were made by Ssorg?

DOCTOR: Highly likely.

JO: But wasn't he in the throneroom with us?

DOCTOR: I'm not sure, but you slipped away without anyone noticing, remember.

64. 2 D JO: What would they be after? /
C 2-S fav. DR

DOCTOR: Well, when I knew them before, Jo - they wanted to colonise Earth, and Peladon is very like Earth...

65. 3 C CRABBED L /
2-S DR /JO

(DR XS TO END OF BED)

DEEP 2-S

JO: They say they're here for the same reason as the other delegates - peace.

DOCTOR: Are they? I know the Ice Warriors, they're a savage and a warlike race.,

JO XS to DR
MAKE C 2-S

(2 next)

- NEW 17 -

(on 3)

68. 2 D LA 1½ S DR JO: Look, who's always telling me to look for the good qualities in alien life forms....?/

69. 3 D CU JO DOCTOR: Among the delegates only Ssorg's strength could have moved that statue..../

70. 2 D HA 2-S JO: I think you're jumping to conclusions./

71. 3 D C 2-S DOCTOR: Who else could be responsible? Arcturus is only a box of tricks, and I can't imagine Centauri hurting a fly - can you?/

72. 2 D BCU DR JO: I think he's rather sweet.... or is he a she?/

73. 3 D BCU JO DOCTOR: Neither, actually. She's an it. It's a hermaphrodite hexapod./

74. 2 D C 2-S JO: Oh, that's nice./

TRACK BACK to DEEP 2-S
As JO rises and Xs tof/g

DOCTOR: The point is - what possible motive could they have...?

75. 3 D CU JO JO: Do we have to find out? Why can't we just organise someone to dig out the Tardis, and get out of here?/ Did you have to get us involved in all this?

76. 2 D 1½ S DR

DOCTOR: I didn't really have any choice did I?/

77. 3 D CU JO

HOLD her as she Xs to DR

JO: Oh come on.... you love all that Chairman Delegate stuff, admit it./

78. 2 D BCU DR

79. 3 D CU JO

80. 2 D CU DR

(80 on 2)

81. 3 D DR WHO: And how do you find being a Princess - Princess?
CU JO
PAN DOWN as she JO: Like you said, there wasn't
sits to 2-S much choice.
As they exit
TRACK BACK to
LS Room (JO SITS)

(ALARM NOISE)

JO: What's that?

DOCTOR: Sounds like an alarm. Come on!

(THEY DASH OUT)

RECORDING BREAK
Set d/s table in Delegates Room
Incapacitate Arcturus, clear space in Doctor's Room
1 to C, 2 to E, 3 to E, D to 3

/D3 2E/

13A. INT. CITADEL DELEGATES ROOM. NIGHT

82. 2 E
BCU ARCTURUS (ARCTURUS IS UNWELL)
TRACK BACK to
MLS

/4D F/R/

13B. INT. CITADEL CORRIDOR. NIGHT

83. 4 D
2-S (JO AND THE DOCTOR RUN
ALONG)

/1C 13 2E 3E/

14. INT. DELEGATES ROOM. NIGHT

84. 3 E
WS to door
ARCTURUS f/g

(2 next)

(84 on 3)

DR.WHO AND JO RUN INTO THE ROOM.

JO: What are we going to do?

85. 2 E
LA 2-S DR/
ARCTURUS
DR kneels, SEE
ARCT.'s guts

DR.WHO SIZES UP THE SITUATION QUICKLY AND KNEELS BY ARCTURUS' TRACTION AND LIFE SUPPORT UNIT, WITH JO BY HIS SIDE. THE WHOLE SERIES OF WIRES AND PLUGS HAVE BEEN DISCONNECTED)

DOCTOR: Someone's taken the servo-junction unit from his life support system. I'll have to re-link the circuits.....

86. 1 C
LA DEEP S
over table f/g-
JO to f/g
HOLD table as
she searches,
CRANE UP as
she turns

JO: Doctor, what does this servo-thing look like?

(SHE RUMMAGES ABOUT)

DR.WHO:

Sort of a transparent cube full of very fine circuitry,
(GESTURING WITH HIS FINGERS) Why?

JO: Well, whoever took it must be the one who tried to kill Arcturus.

87. 3 E
LA MCU DOCTOR
and make 2-S
as JO enters

DR.WHO: (STILL WORKING) Obviously. So?

JO: So if we could find it...I could search all the delegates' rooms.

DR.WHO: Oh no you don't, Jo. Far too dangerous. I'm going to try a bit of direct confrontation.

JO: But Doctor, if you had some real evidence.

DR.WHO: Just you leave things to me, there's a good girl.

MAKE DEEP S
DR/IZLYR at
door as JO
sits R

(EVERY WHILE HE IS TALKING, DOCTOR WHO BUSILY REWIRES ARCTURUS.

(87 on 3)

IZLYR: What are you doing to
Arcturus?

DOCTOR: Someone has disconnected
a vital part of his life support
system. I'm trying to save him!
Now please leave me alone./ There
that should do it....

88. 2 E
3-S JO/DR/
ARCTURUS
PAN JO to door

89. 3 E IZLYR: Have you succeeded?
2-S IZLYR/DR

DOCTOR: He'll be all right in a
little while./

90. 2 E
GROUP S
IZLYR/CENT./
HEPESH
DR into frame R
HOLD 4-S

HEPESH: This was the work of Aggedor.

DOCTOR: This was the work of skilled
technical knowledge. Your medieval
monster, Hepesh, would simply try to
smash Arcturus's protective globe./

91. 3 E
CU IZLYR

91A. 1 C IZLYR: What are you suggesting?
BCU DR I deny the accusation!

91B. 3 E
BCU IZLYR

92. 1 C TRACKED IN DOCTOR: Of course you would. But you
CU DR can't deny you have the necessary
technical knowledge./

93. 2 E
GROUP S

94. 3 E IZLYR: The technology of Centauri
BCU IZLYR is competent enough./ And so is that
of Earth and it was you, Doctor, that
we discovered ..

95. 1 C
BCU DR

R E C O R D I N G B R E A K
Sets back to back

AND NOW THE FUN REALLY BEGINS

OUT-OF-SEQUENCE RECORDING STARTS HERE

3D D2 2D

15. INT. CITADEL. IZLYR'S ROOM. NIGHT

109. 2 D
CU tapestry
PAN R to door (JO ENTERS FURTIVELY
JO enters AND CLOSSES DOOR AFTER HER.
closes door, looks
about and Xs to bed
SHE LOOKS ABOUT.
GOES TO AND EXAMINES SOME
ICE WARRIOR BITS OF CAMP
ON THE BED.
SHE THEN CROSSES TO D/3 TABLE
THEN TURNS AND CROSSES
TO END OF BED.)
110. 3 D
LA WS across table
JO comes to table
and searches, CRANE (SHE OPENS OTTOMAN)
UP as she does so
to MCU JO
HOLD SHOT as she Xs
to ottoman b/g R
111. 2 D
CU Ottoman
as JO opens it
SEE plastic cube
in box. PAN UP
with it as she
takes it and
HOLD her to door b/g
Then PAN her to
tapestry as she
hides.

(3 next)

(111 on 2)

THERE, STARING HER
IN THE FACE IS A
TRANSPARENT CUBE,
EXACTLY AS DOCTOR
WHO DESCRIBED.

JO SMILES WITH
SATISFACTION, THEN
SHE CLOSES THE BOX
AND IS ABOUT TO EXIT
WHEN SHE REALISES
THAT SOMEONE IS
ENTERING. QUICKLY,
SHE HIDES BEHIND A
WALL HANGING - BUT
HER TINY FEET PEEP
OUT OF THE BOTTOM./

112. 3 D

MLS door
SSORG enters
PAN him to bed
PAN DOWN to see
him open gun box
As he turns PAN UP
to CU SSORG

WE HOLD ON HER FEET
AS THE HUGE FEET OF
SSORG TRUDGE PAST.
HE GOES TO ONE OF THE
BLACK BOXES, OPENS IT
AND TAKES OUT A
SMALL, GLEAMING DEVICE.
HE TURNS. FOR A
MOMENT, IT POINTS TO
WHERE JO IS HIDDEN.
IS IT A WEAPON? IT
IS NOT.

113. 2 D

HA CU JO's feet

SSORG TURNS AS IF TO
EXIT AND THEN SUDDENLY
SEES JO'S FEET. / WITH

114. 3 D TRACKED L

MCU SSORG
PAN him L

ONE MIGHTY SWEEP, HE
RIPS DOWN THE TAPESTRY
LEAVING JO IN FULL
VIEW)

115. 2 D

W 2-S as he rips
tapestry away

SSORG: Why are you here?

116. 3 D TRACKED L

CU SSORG

117. 2 D

CU JO (see cube)

JO: (DEFIANTLY) I was looking for
something - and I found it!

(3 next)

SSORG: This is not ours.

(117 on 2)

JO: No - it belongs to Arcturus.
you tried to kill
him.

118. 3 D

M 2-S HOLD S
as SSORG pushes
her to bed
takes gun and
exits, and she
runs to door and
tries it.

(JO TRIES TO RESIST
BUT HAS NO CHANCE.
THE HUGE HAND OF
SSORG TAKES HER
WRIST, AND CAREFULLY
TAKES THE CIRCUIT)

You will stay here. I must inform
Izlyr.

(SSORG TURNS AND
EXITS CLOSING THE
MASSIVE DOOR BEHIND
HIM.

WE HEAR THE SOUND
OF MASSIVE BOLTS
BEING DRAWN.

119. 2 D

CU JO

JO RUNS TO THE DOOR,
BUT IT IS IMMOVABLE.
SHE LEANS AGAINST IT
IN DESPAIR)

R E C O R D I N G B R E A K
Sets back to back

Keeping up?

16. INT. CITADEL DELEGATES ROOM. NIGHT

96. 2 E TRACKED R
CU ARCTURUS (ARCTURUS MOVED D/S 3')
TRACK BACK to
3-S HEPESH/DR/ DOCTOR: He'll be all right in a
ARCTURUS as moment. Still suffering from shock,
DR enters b/g poor fellow ...
- HEPESH: You must all leave our world,
while there is still time. Aggedor
is angry./
97. 3 E
CU IZLYR
- IZLYR: That will not be necessary.
Arcturus is recovering. He will know
who to accuse./
98. 2 E
CU ARCTURUS
- ARCTURUS: I have been attacked....
99. 3 E
3-S CENTAURI/
HEPESH/ARCT. CENTAURI: By whom, by whom?
- HEPESH: Was the face of Aggedor
revealed to you?
- ARCTURUS: Memory circuits ... out
of phase I do not remember...
- CENTAURI: it must have been a
dreadful experience we'll have
to ask him later./
100. 2 E
MCU Profile
IZLYR
PAN him to IZLYR: We cannot wait - it is too
3-S with DR/ important. We must know now.
ARCTURUS
- ARCTURUS: I can - not remember
- DOCTOR: How fortunate, Izlyr. Will
you excuse me?
101. 3 E (DOCTOR EXITS.)
BCU IZLYR

R E C O R D I N G B R E A K

stay put

5A C2 2F D4 4D

17. INT. CITADEL, CORRIDOR. NIGHT.

137. 5 A

ML Corridor
DR enters and
walks beneath
cam.

(AS DOCTOR WHO LEAVES
THE DELEGATES ROOM,

138. 2 F

ML Corridor
and DR. PAN him
to 2-S with GRUN
HOLD action and
PAN with them
as they exit

HE IS SUDDENLY AWARE OF
A MIGHTY HAND ON HIS
SHOULDER. HE WHIRLS
ROUND TO DEFEND HIMSELF
THEN STOPS AS HE SEES
THAT IT IS GRUN.)

DOCTOR WHO: Grun. What do you want?

(GRUN RECKONS)

(4 next)

You want me to go with you? Why?
(Cont...)

(138 on 2)

(GRUN STRETCHES OUT A
HAND, P.M DOWNWARDS,
AT EXACTLY THE HEIGHT
OF JO'S HEAD.

FOR A MOMENT THE DOCTOR
IS LUZZLED, AND THEN HE
GETS IT)

DOCTOR WHO: (Cont) Jo; the Princess?
She sent you?

(GRUN NODS IN ASSENT)

What's happened? Is she in trouble?

(GRUN RECKONS URGENTLY
FOR DOCTOR WHO TO FOLLOW
HIM)

All right, I'm coming. Where do you
want us to go?

(GRUN INDICATES A DIRECTION,
THEN LEADS THE WAY. DOCTOR
WHO FOLLOWS)/

139. 4 D

LS corridor
DR/GRUN walk
thru and exit (HEPESH WATCHES THEM GO, THEN EXITS)
HOLD b/g door
HEPESH exits door
and also exits to
can.

R E C O R D I N G B R E A K
1 to E, 2 to G, 3 to C the worst is over

- NEW 29A -

1C D3 2E 3E

18. INT. CITADEL DELEGATES ROOM. NIGHT

102. 3 E
CU ARCTURUS
GRAB R. to 3-S. ARCTURUS: I saw no-one Delegate
IZLYR Xs to Izlyr. The attack was too quick.
f/g
MAKE 3-S
CENTAURI/
ARCTURUS/IZLYR

(1 next)

- NEW 29A -

(102 on 3)

IZLYR: We discovered the Doctor - he could have been attacking your life-support mechanism.

CENTAURI: But what motive could the Doctor have?

IZLYR: Ask his masters, on Earth!

ARCTURUS: The Princess - why is she here....?

CENTAURI: A diplomatic courtesy, surely? Teladon's mother was an Earth-woman.

103. 1 B
MCU IZLYR
HOLD him as
he Xs d/s to
cam. MAKE
DEEP 2-S
with ARCTURUS

IZLYR: Exactly! / And if Teladon married this Earth Princess, the inter-blood alliance would be strengthened - and used to strengthen Earth's interests inside the Federation!

ARCTURUS: That must not be allowed to happen... /

104. 3 E
MLS SSORG at
door. PAN him
to 2-S with
IZLYR

(SSORG ENTERS)

SSORG: Lord Izlyr. I must speak with you.

IZLYR: Of course, excuse me Delegate Arcturus.

105. 1 B
2-S CNT./ARCT. (SSORG CROSSES TO IZLYR
AT THE JCT. / THE TWO
HAVE A BRIEF HUSHED
EXCHANGE. SSORG HANDS
SOMETHING TO IZLYR)

ARCTURUS: There has been some new development.

CENTAURI: Something dreadful, no doubt. Really, this barbarous planet... /

106. 3 E
2-S IZLYR/SSORG

(IZLYR CROSSES TO THEM. THE JUNCTION UNIT IN HIS HAND)

(106 on 3)

IZLYR: Sub-delegate Ssorg has found the missing servo-junction unit.

ARCTURUS: Where?

107. 1 D IZLYR: In the hands of the Earth Princess. Perhaps you will assist
2-S CENT./ARCT. our friend Arcturus by replacing it?
108. 3 E
2-S IZLYR/SSORG
PAN IZLYR to (HE HANDS THE UNIT TO
CENTAURI, FIND CENTAURI)
DEEP 4-S across
ARCTURUS

CENTAURI: Of course...

(CENTAURI BUSIES HIMSELF
REPLACING THE UNIT)

ARCTURUS: But why should the Earth Princess wish to harm me.

IZLYR: That is what I intend to ask her. Come Ssorg.

(THE TWO ICE WARRIORS
EXIT)

R E C O R D I N G B R E A K
Dress Izlyr's Room; D to 2, 3 to D, 2 to D
stay with us; it gets worse

3D D2 2D

19. INT. CITADEL. IZLYR'S ROOM. NIGHT

120. 2 D
WS Room
JO at door, she Xs to (JO WANDERS ROUND THE ROOM
bed and turns DETERMINED TO ESCAPE.

120A. 3 D
CU JO SUDDENLY SHE SEES THE TINY
ARROW SLIT WINDOW.

120B. 2 D

121. 3 D CU window
MLS JO
As she comes to f/g
CRANE DOWN to see
table, she drags it
to b/g window and
turns SHE DRAGS A TABLE TO IT
TURNS TO THE BED, CROSSES
TO THE BED, TAKES BOX AND
CARRIES IT TO TABLE.
PLACES BOX ON TABLE.
CLIMBS ABOARD AND HEY PRESTO

122. 2 D
LS Room, box f/g SHE CLAMBERS OUT OF WINDOW.)
HOLD SHOT as she
takes box to table,
places it and clambers
up to window

TELECINE 2 (1'02")

JO edges out of window
slit onto ledge; footies
cautiously along ledge
and eventually after one
whole agonising minute
reaches the safety of
another slit window, and
disappears.

END TK 2

RECORDING BREAK
1 to D

stay with it

1E D4

140. 1 E 21. INT. CITADEL. CORRIDOR. NIGHT

WS corridor
JO enters from
window
and exits cam L

(JO DROPS INSIDE FROM THE
WINDOW. THEN FINDS HERSELF
IN ANOTHER GLOOMY FLAMBEAUX-
LIT CORRIDOR. SHE SETS
OFF PRESUMABLY IN SEARCH OF
THE DOCTOR.)

2G C3

141. 2 G 22. INT. CITADEL. CORRIDOR (ANOTHER) NIGHT

MS Tapestry
as GRUN pulls it
aside. TRACK BACK
to 2-S DR/GRUN

(4 next)

(141 on 2)

(DOCTOR WHO WATCHES AS
GRUN OPENS A SLIDING
STONE DOOR, DISGUISED
AS A BUTTLESS.

AN OPENING IS REVEALED
LIT BY TORCHES,

GRUN MOTIONS THAT THEY
SHOULD ENTER.)

DOCTOR WHO: In here?

(GRUN NODS,

DOCTOR WHO IS SUSPICIOUS
BUT FOR JO'S SAKE HE'S TO
CHANCE IT)

All right. After you old chap.

(THEY GO INSIDE, THE
BUTTLESS SLOWLY CLOSES...)

1E 4D D4

142. 4 D 23. INT. CITIBEL. CORRIDOR. NIGHT.

LS corridor

JO comes to f/s
stops in CU
and looks up in
horror

(JO MOVES ALONG THE CORRIDOR,
UNCERTAIN OF HER WAY. SHE
FREEZES AS THE CRY (F
AGGEDOR SOUNDS, SOMEWHERE
NEARBY.

FX growl

C swing

SHE DECIDES TO GO FORWARD,
AND STARTS TO RUN - BUT
STOPS DEAD, HER FACE FULL
OF HORROR, AS THE HOWL SOUNDS
- IN FRONT OF HER.

143. 1 E

LA MS AGGEDOR

CUT TO WHAT SHE SEES -

FX roar

144. 4 D

CU JO, she runs

AGGEDOR, HUGE AND TERRIFYING.

SHE TURNS AND RUNS)

145. 3 C

LS down tunnel

(145 on 3)

C3 3C24. INT. CITADEL. TUNNEL. NIGHT.

DR & GRUN come (HEARING THE DISTANT HOWL,
 from b/g to f/g DOCTOR WHO AND GRUN DO USE,
 2-S. GRUN exits WONDERING.
 b/g R. DR follows
 him to b/g. Then DOCTOR WHO LOOKS INTO
 comes to f/g and GRUN'S FEARFUL FACE)
 exits cam L.

FX distant
 roar

DOCTOR WHO: What on earth was that?

(THE HOWL AGAIN - IT IS
 TOO MUCH FOR GRUN, HE
 TREKS AND RUNS DOWN A
 SIDE FURK IN THE TUNNEL)

Grun - wait!

(BUT GRUN HAS VANISHED,
 DOCTOR WHO SETS HIS
 FACE TO THEIR ORIGINAL
 AIM, AND DRESSES ON...)

RECORDING BREAK
 re-set tunnel 3 to F

3F D4 4D 1E25. INT. CITADEL. CORRIDOR. NIGHT.

146. 4 D

LS corridor
 JO runs thru
 PAN her L and
 TRACK IN after
 her. SEE SSORG/
 IZLYR b/g

(TRACK WITH JO AS SHE
 RUNS - FULL TILT INTO
 THE ARMS OF SSORG.)

147. 3 F

2-S IZLYR/SSORG
 JO runs into shot
 and MAKE 3-S

FULL BACK TO SHOW JO IS
 WITH IZLYR)

(147 on 3)

IZLYR: You were a prisoner in our room. How did you escape?

JO: (BREATHLESS) Never mind about that now. The monster - Aggedor - its down there!

IZLYR: Ssorg!

(AT IZLYR'S GESTURE SSORG MOVES THE WAY JO HAS COME. SHE IS ALARMED.)

JO: But...

IZLYR: Ssorg's sonic weapon will destroy any living creature.....

(SSORG GOES)

IE f/r

148.	1	E	25	INT. CORRIDOR. TUNNEL ENTRANCE NIGHT
				(GRUN EMERGES FROM THE TUNNEL ENTRANCE, GOES OFF. AFTER A MOMENT SSORG APPEARS. LOOKS, SEES NOTHING, TURNS AND GOES)
149.	4	D		
				MLS SSORG. PAN him R to see tapestry and PAN him L as he returns. HOLD flambeau as he exits frame
				<u>4D DX 3F</u>
150.	3	F	25	B INT. CIRCULAR CORRIDOR NIGHT
				(SSORG RETURNS, SHAKING HIS HEAD - NEGATIVE)

IZLYR: Where were you going?

SSORG TO TRACK IN after

JO: To find the Doctor - and King Peladon.

(SSORG ENTERS)

(IZLYR AND SSORG EXCHANGE -- LOOK)

(4 next)

Rewrite Ex.2 MM

-35- A

(150 on 3)

151. 4 D

2-S IZLYR/JO

SSORG: There was nothing./

JO: But he was there. I saw him.

IZLYR: You say you see this monster
when there is no monster. You are
trying to trick us./

152. 3 F

CU JO

JO: I'm not. Look, I must find the
Doctor....

153. 4 D

BCU IZLYR

IZLYR: Then we will help you.
It is time that you and the Doctor
answered my questions./

154. 3 F

3-S they exit
cam L

R E C O R D I N G B R E A K
3 to C, D to 1, set tunnel

-35A-

3D D2 1D 2D

27. INT. CITADEL IZLYR'S ROOM.
NIGHT

123. 1 D
WS Room

((IZLYR & JO ENTER FOLLOWED BY SSORG.
IZLYR PUSHES JO ONTO BED.))

124. 3 D
LA 1/2S IZLYR/
JO

IZLYR: Sit down, Princess, Why
did you escape

125. 2 D
LA CU IZLYR

JO: I was frightened. Can you
blame me?

126. 3 D
LA CU JO

IZLYR: So Princess. You believe
that we tried to kill Arcturus.

126A. 2 D
BCU IZLYR
(1 next)

JO: If you didn't - why was the
missing servo-junction in your
room?

127. 1 D
3-S
IZLYR: Perhaps you brought it here as part of your scheme to cause trouble./
128. 2 D
LA C 2-S
IZLYR/JO
JO: That's just not true. One of you must have tried to kill him./
- IZLYR: Nobody tried to kill Arcturus.
- JO: What?
129. 3 D
LA 1½S IZLYR/JO
IZLYR: To kill Arcturus, the helium regenerator must be de-activated./
130. 2 D
CU IZLYR
JO: But - the missing unit -/
- IZLYR: Merely sensor equipment. Disconnection only produces metabolic coma./
131. 3 D
LA 1½S IZLYR/JO
CRANE UP as she
stands to HA
2-S
JO: You mean it couldn't be fatal?
- IZLYR: Only uncomfortable.
132. 2 D
2-S IZLYR/JO
JO: Well, I'm sorry if I misjudged you. But the Doctor said.... you're a race of warriors./
133. 1 D
3-S
IZLYR: We were once. But now we reject violence except in self-defence/
- JO: What about Ssorg's gun? This is a peaceful mission.
134. 3 D
CU JO
IZLYR: Unfortunately, in order to spread peace, it is necessary to survive./
135. 2 D
BCU IZLYR
JO: Then if it wasn't you... who was it? Who could benefit?/
136. 3 D
BCU JO
IZLYR: Perhaps that is something the Doctor can explain...../

3C D1

28. INT. CITADEL TUNNEL. NIGHT

155. 3 C

CU tunnel wall
PAN off wall to
see DR, run along
tunnel and exit L

(DOCTOR RUNS ALONG TUNNEL
AND OFF.)

R E C O R D I N G P A U S E Move Dr, 3 & D swing

28A. TUNNEL NEAR SANCTUM. NIGHT

156. 2 H

WS dead end of
tunnel.
DR enters R
looks round, sees
flambeau

(TUNNEL ENDS IN SOLID WALL.
DOCTOR ENTERS AND TRIES TO
FIND OPENING MECHANISM.
HE SEES FLAMBEAU, /AND TWISTS
IT. WALL OPENS. HE ENTERS.)

157. 4 B

CU DR and flambeau

158. 2 H

WS door opens
see statue
b/g, DR enters
sanctum

3C D1

29. INT. CITADEL INNER SANCTUM. NIGHT

159. 3 C

MCU DR at door
PAN him to statue
TRACK BACK behind
altar, when GRUN
enters TRACK L and
CRANE UP to
HA 3-S

(DOCTOR ENTERS AND WALKS
TO ALTAR AND TOUCHES THE
STATUE.)

HEPESH: Sacrilege! Seize him, Grun!

When GRUN & DR
exit, HOLD on
CU HEPESH
TRACK IN to
VBCU

(GRUN SEIZES DOCTOR)

HEPESH: You defile the Inner Sanctum
of the Holy Place of Aggedor. Your
mind, your words, your being; all
are evil!

DOCTOR: Give me the chance to explain.

HEPESH: Take him before the King!

(GRUN LEADS THE DOCTOR OFF.
HEPESH WATCHES.)

R E C O R D I N G B R E A K
2 to B, 4 to A, 5 to B Move all cast

160. 2 B 30. INT. CITADEL THRONE ROOM. NIGHT
BCU PELADON

(DOCTOR WHO STANDS BEFORE
PELADON; JO, DELEGATES AND
GUARDS ARE ALL AROUND.

HEPESH AND GRUN STAND
ON EITHER SIDE OF PELADON.)

161. 5 B PELADON: Doctor - the charge is
WS court of extreme sacrilege./ The witnesses -
162. 4 A Hepesh, High Priest of Peladon; and
BCU DR Grun, the King's Champion, accuse you,
163. 2 B an alien intruder, of desecrating our
BCU PELADON Holy of Holies, the Inner Sanctum of
164. 4 A Aggedor./ For this there is no defence
VBCU DR and only one punishment.... death.

TELECINE 3

Closing title film

SUPER T/J SLIDES:

1. Doctor Who
JON PERTWEE
2. Jo Grant
KATY MANNING
3. Peladon
DAVID TROUGHTON
Hepesh
GEOFFREY TOONE
4. Izlyr
ALAN BENNION
Ssorg
SONNY CALDINEZ
5. Alpha Centauri
STUART FELL
Voice of Alpha Centauri
YSANNE CHURCHMAN
6. Arcturus
MURPHY GRUMBAR
Voice of Arcturus
TERRY BALE
7. Grun
GORDON ST CLAIR
Aggedor
NICK HOBBS

TELECINE 4 cont.

SUPER T/J SLIDES cont.

8. Title music
RON GRAINER &
BBC RADIOPHONIC WORKSHOP
9. Incidental music by
DUDLEY SIMPSON
10. Special Sound
BRIAN HODGSON
11. Visual Effects Designer
IAN SCOONES
12. Costume Designer
BARBARA LANE
Make Up
SYLVIA JAMES
13. Lighting
HOWARD KING
Sound
TONY MILLIER
14. Script Editor
TERRANCE DICKS
15. Designer
GLORIA CLAYTON
16. Producer
BARRY LETTS
17. Directed by
LENNIE MAYNE
BBC Colour

FADE VISION

FADE SOUND

we made it